

TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD; Beau Rugg, Sr. Director of Officiating & Sports Management

Subject: FB Bulletin - Week 3; 9/6/18

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. **BJ Mechanics:** The **BJ's** IP is 5 YDS deep in the End Zone when the ball is snapped between the + 15 YL & + 10 YL. Unless the receivers force you back to the End Line, be ready to move to the GL ASAP when the runner moves toward the GL. If the runner moves toward the SL on a sweep then the **BJ** must move quickly toward the HM & GL. (We have seen some video clips of excellent coverage & unfortunately, some video clips of **BJ's** that have not moved to the GL. It can be challenging for **Wings** to get to the GL).
2. **Rules Philosophies:** A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. Local Interpreters – please cover this at your next meeting. See GB, P. 41, LOS, # 4.
3. **Wings IP & Back Side Coverage** – If A lines up with the wide-outs inside your hash mark or inside your field #'s, step out onto the field. When the runner or passer moves toward the opposite SL we expect the Back Side Wing to move at a 45 degree angle toward the hash mark to help officiate. By starting on the field when the formation allows it, we are in a much better position to get to the hash mark. GB, P. 22, Section 31, B3 & C3.
4. **Third & Fourth Down Mechanics:** Please review Section 33 of the GB Mechanics. These lines can be critically important. The **Wings** MUST move to the LTG on 3rd or 4th Down & 5 YDS or less. Both **Wings** need to communicate with each other about moving there.
5. **Common Entrance/Exit:** Upon arriving at the site check with Game Management and/or check the field regarding a common entrance/exit for both teams. If so, then we handle traffic control for the HT & VT when entering before the game & exiting/entering the field at halftime. GB: P. 36. 11A.
6. **KO OOB:** Where do we spot the ball if the RT accepts the penalty. Several **Crews** spotted the ball in the center of the field – was this correct?
7. **OT:** Does your **Crew** know the OT Rules? A **Crew** had their first OT Game in nearly 5 years. If tied after the 1st OT period, is there another CT? Please discuss at pregame.
8. **Consume/Conserve:** Approximately 4 minutes to play, HT is ahead by 6 points, & snapping the ball with 2 or 3 seconds on the Play Clock. With 3 seconds on the Play Clock A 77 false starts. (The previous play was a run). Does the GC start on the ready or on the snap? Invoke Consume/Conserve & the GC starts on the Snap. Otherwise A can

run approximately 46 – 48 seconds off the GC. Who on the **Crew** will think about this Rule, step up to the plate, & make a **Crew Call**? Please discuss.

9. Whistle Mechanics: “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound whistle until POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control? And remember, once the ball is snapped we keep the whistle in our hand, not our mouth, until the ball becomes dead by Rule.
10. BSB & BIB: Watched video clip where **Crew** missed both a Blind Side Block & Block in the Back on a Punt Play. Be diligent. Too many officials were watching the runner.
11. Rule 3 Timing: There is NO 10 second runoff in our NFHS Rules.
12. Rule 6 KO: Remember, a pop-up Kick is illegal. It is a dead ball foul when the kicker drives the FB into the ground. See Rules 6-1-11 & 2-24-10.
13. Pink Officiating Equipment: Officials can only use pink whistles. GB, P. 47. # 3L.
14. Intentional Grounding: Excellent call as the QB “dumped” the ball OOB while being pressured by the defenders. The **R** stayed on the yard line where the passer threw the pass & the **LJ** hustled back to the **R** after all dead ball action subsided to inform the **R** no eligible was in the area. Remember, the **R** Only will drop the flag at the spot.
15. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield on a pass deep into the End Zone. **WINGS**: Please continue to look for ineligibles downfield on legal forward pass plays – especially the **Back Side Wing**.
16. Victory Formation: QB can either be under center or in shot gun formation. Please read the Victory Formation Mechanics & know it. Then if the HC says “we are going to take a knee” the **R** must inform both teams prior to the snap of the Rules.
17. DB Enforcement: If a 5 YD & a 15 YD DB fouls occur between downs these fouls must be announced & enforced. They do NOT offset. We are communicating with players, coaches, & fans so it is important to mark them off in their “order of occurrence”. A 77 false started, & then B 55 came across & hit A 77 hard, causing A 77 to hit the ground. Good communication by the **Crew** & with the HC’s.
18. FK after FC: Do you know the IP for each Official? One **Crew** had it & knew them!
19. 7th & 8th Games: Ask each HC before the game whether his team has any eligible numbers lining up in ineligible positions (usually T, G, or C position) or any 50-79 numbers lined up in eligible positions. During the game inform B when this occurs. We are talking about standard scrimmage plays, not punts, FG’s or Try’s. We had a report of an eligible number lined up as a tackle that caught a TD pass. GB, P. 37, # 21E
20. Play Clock (**4 Man Crew**): The **R** is responsible to “time” the 25 second count. The **R** will communicate with the **U**, asking the **U** to hold up his arm/hand & count down the last 5 seconds. This is so the QB can visually see the count down as well as the HC if he wants to call a team time-out with a few seconds on the PC.

We wish you the Best of Luck during Week 3.